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DISNEY'S ALADDIN
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72514IWTIE-1

MODEL 72-514

ELECTRONIC

Disney's Aladdin

LCD GAME

This is the story of a magical lamp, a genie, an evil sorcerer, a princess, and a poor street boy. It is a story with all the excitement of a thousand and one Arabian nights!

Jasmine, a lovely princess, wants to know what life is like outside the protection of her father's castle. She escapes into the fabled city of Agrabah, where she runs into trouble in the marketplace. She is rescued by a poor street boy named Aladdin. This begins a journey of adventure for Aladdin that will take him on a dangerous mission to the Cave of Wonders in search of a magical lamp, before he can finally return to Agrabah!

With the help of the Genie, Aladdin will face the magical dangers of the Cave of Wonders, as well as the evil of the sorcerer, Jafar, as he embarks on the most adventurous journey of a lifetime!

At the end of the story, Aladdin will try to defeat Jafar. If Aladdin succeeds, Jafar becomes a prisoner of the lamp! Aladdin and Jasmine will find true love and the Genie will be free from the lamp which has kept him prisoner for ten thousand years.

YOU ALWAYS PLAY AS ALADDIN!

You must avoid many dangers during your magical journey! Call for the help of the Genie or the Magic Carpet when necessary. But before you can call for the Genie, you must find and pick up the magic lamp! Score as many points as you can. At the end of the game, you have your chance to save Jasmine!

YOU ALWAYS PLAY THROUGH ALL 4 STAGES OF THE GAME.
If you can defeat Jafar at the end of Stage 4, you rescue Jasmine and win the game!

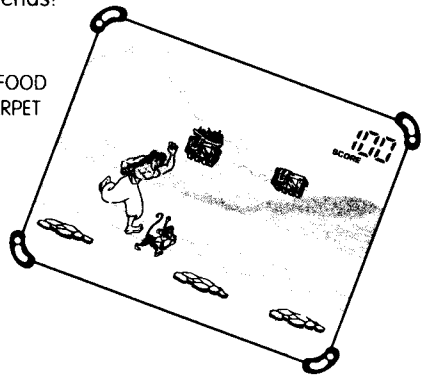
PRESS THE ON/START BUTTON TO TURN ON THE UNIT.
You'll hear an "On" beep, and the maximum score is displayed.

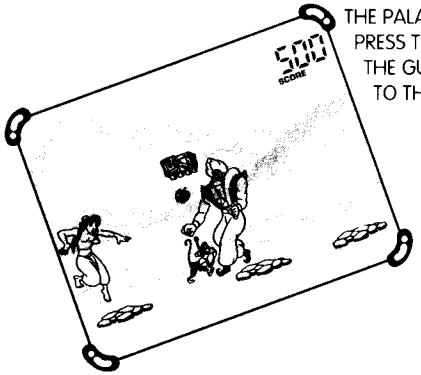
PRESS THE ON/START BUTTON AGAIN TO START THE GAME FROM STAGE 1.
You'll hear an Arabian "Game Start" tune, and the game starts with zero score.

STAGE 1: IN THE MARKETPLACE

In the beginning of our story, you and your pal, Abu, are in the Agrabah marketplace . You make your living by taking what food you need to survive. Pick apples! But the palace guards will try to grab you and Abu!
Dodge clear of the guards!
When the guards grab Abu, throw apples at them!
When you hit them with apples, they will drop Abu, and he is free again!
When there are ten seconds left in each stage, you will hear warning beeps!
This tells you to hurry before the stage ends!

YOU MAKE YOUR LIVING BY TAKING WHAT FOOD YOU NEED TO SURVIVE. PRESS THE PICK/CARPET BUTTON TO PICK APPLES!





THE PALACE GUARDS WILL TRY AND STOP YOU! PRESS THE "◄" BUTTON TO ESCAPE THEM! WHEN THE GUARDS GRAB ABU, PRESS THE "►" BUTTON TO THROW APPLES AT THEM AND RESCUE ABU!

PRESS THE PICK/CARPET BUTTON TO PICK UP APPLES IN THE MARKETPLACE.

PRESS THE "▶" BUTTON TO MOVE FORWARD FASTER IF NO GUARD IS BLOCKING YOUR PATH.

PRESS THE "▶" BUTTON TO THROW APPLES AT THE GUARDS WHEN THEY HAVE CAPTURED ABU.

PRESS THE "◀" BUTTON TO DODGE THE GUARDS.

In all four stages, PRESS THE SOUND BUTTON if you want to play without the Arabian music and other sound effects. PRESS THE SOUND BUTTON AGAIN to restart all the game sounds.

There is a simple "Stage Complete" melody as you end each stage. The game pauses after each stage, and the next stage number is shown. PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY.

PRESS THE MAX SCORE BUTTON during the pause between each stage or after the game is completed, to see the maximum score.

STAGE 2: IN THE CAVE OF WONDERS

You did a good job in the marketplace. But you were captured by the palace guards! Jafar gives you freedom-for a price. Jafar knows that only you may enter the Cave of Wonders. In exchange for your freedom, he makes you promise to go into the Cave of Wonders for him and seek out a magic lamp!

In this stage, you are going into the Cave of Wonders with your pal, Abu. But Abu is too greedy! He keeps trying to pick up jewels! When he does, the Monkey Idol sends rocks crashing down at you! Thank goodness you have made friends with a Magic Carpet who will help you. Call the Magic Carpet to stop Abu when he jumps up to take jewels from the Monkey Idol!

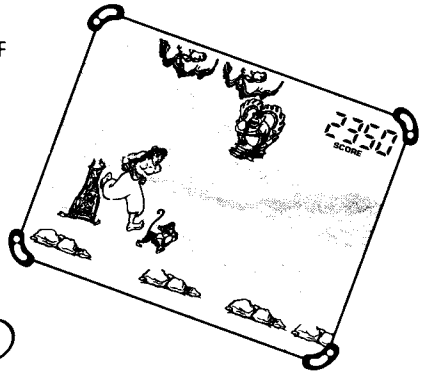
When you find the lamp, pick it up! Once you have the lamp, you can ask the Genie for a total of three wishes throughout the game. You can call for him once in this stage before it ends. You will also be able to call for the Genie once in Stage 3 and once in Stage 4. When you call the Genie, he grants your wish—which is to clear all dangers from the screen!

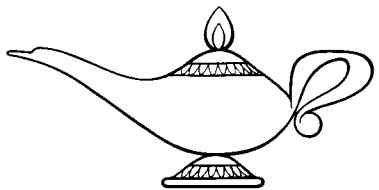
You must be very wise in choosing your one time to call the Genie in each stage. If you call for the Genie when you don't really need rescuing, you use up your wish, but you won't score bonus points.

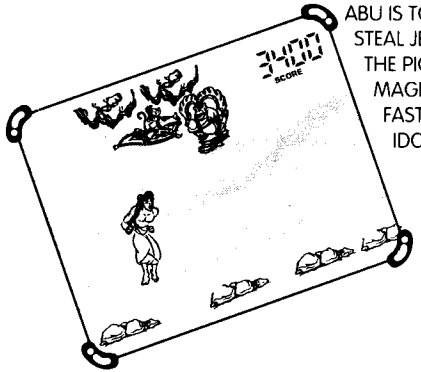
If you call for the Genie when you need to be rescued, he clears the screen of all dangers, and you score bonus points!

When you hear the warning beep indicating that you have only ten seconds left in the stage, hurry up! When you run into trouble, call for the Genie if you haven't already done so!

LOOK FOR THE MAGIC LAMP IN THE CAVE OF WONDERS!

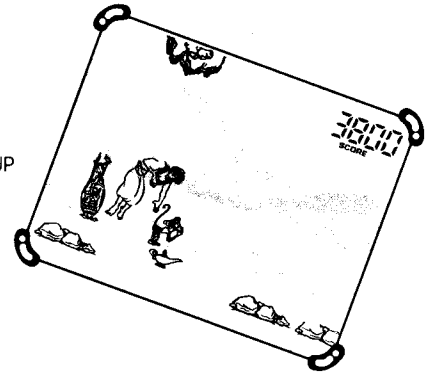






ABU IS TOO GREEDY! WHEN HE JUMPS UP TO STEAL JEWELS FROM THE MONKEY IDOL, PRESS THE PICK/CARPET BUTTON TO CALL FOR THE MAGIC CARPET TO STOP HIM! IF YOU'RE NOT FAST ENOUGH TO STOP ABU, THE MONKEY IDOL WILL ATTACK YOU WITH ROCKS!

PRESS THE PICK/CARPET BUTTON TO PICK UP THE LAMP WHEN IT APPEARS!



PRESS THE ON/START BUTTON TO BEGIN THE NEW STAGE!

PRESS THE PICK/CARPET BUTTON TO CALL THE MAGIC CARPET.
(The Magic Carpet picks up Abu to stop him from taking jewels from the Monkey Idol.)

PRESS THE PICK/CARPET BUTTON TO PICK UP THE LAMP WHEN IT APPEARS.

PRESS THE LAMP BUTTON TO CALL THE GENIE!
(You must have picked up the lamp before you can use it to call the Genie!)

PRESS THE "▶" BUTTON TO MOVE FORWARD FASTER (If Abu is with you).

PRESS THE "◀" BUTTON TO DODGE FALLING ROCKS.

STAGE 3: ESCAPING FROM THE CAVE OF WONDERS

The good news is that you have made it through Stage 2 in the Cave of Wonders. But now the Monkey Idol is aware of your presence and will do everything he can to make sure you don't escape from the cave!

Unfortunately for you, your pal, Abu, is not the least bit worried about these new dangers, and is still trying to grab jewels that don't belong to him!

As in Stage 2, whenever Abu grabs a jewel, the Monkey Idol will send rocks crashing down on you!

Thank goodness for the Magic Carpet! As in Stage 2, you can call for the Magic Carpet to keep Abu from grabbing the jewels!

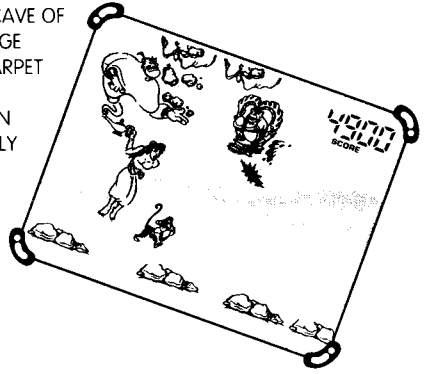
To make your quest even more challenging, as you travel out of the Cave of Wonders in Stage 3, you will often have to dodge hot lava erupting in the cave!

Remember that you can also call the Genie <u>one time</u> during this stage! When you call the Genie, he grants your wish by clearing all dangers from the screen—and you score bonus points!

Don't forget. You must be very careful to choose the right time to call the Genie. If you call the Genie when you don't need rescuing, you use up a wish, but you don't score any bonus points!

You will find Stage 3 tougher than Stage 2. In Stage 3, the game speed is much faster, and you are attacked more frequently. But fear not—the potential rewards are also greater! Since you are moving faster and facing more attacks, you have the chance to score even more points than before!

IN STAGE 3, YOU MUST ESCAPE FROM THE CAVE OF WONDERS! PRESS THE "◀" BUTTON TO DODGE ROCKS AND HOT LAVA! PRESS THE PICK/CARPET BUTTON TO CALL FOR THE MAGIC CARPET. REMEMBER, ONCE YOU PICK UP THE LAMP IN STAGE 2, YOU CAN CALL FOR THE GENIE ONLY ONCE PER STAGE.



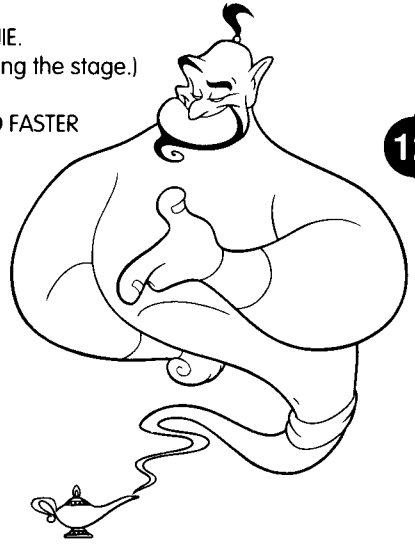
PRESS THE ON/START BUTTON TO BEGIN THE NEW STAGE!

PRESS THE PICK/CARPET BUTTON TO CALL THE MAGIC CARPET.
(The Magic Carpet picks up Abu to stop him from taking jewels from the Monkey Idol.)

PRESS THE LAMP BUTTON TO CALL THE GENIE.
(Remember to call the Genie only once during the stage.)

PRESS THE "▶" BUTTON TO MOVE FORWARD FASTER (if Abu is with you).

PRESS THE "◀" BUTTON TO DODGE FALLING ROCKS AND HOT LAVA.



STAGE 4: DEFEATING JAFAR AND RESCUING JASMINE

You have survived the Cave of Wonders! Now you return to the Sultan's palace to find your destiny! When you return, you find that Jafar has imprisoned Jasmine in an hourglass! You must defeat Jafar in order to free her and win the game! In this fourth and final stage, the game speed is at its fastest, and the challenge you face is the most intense!

Jafar will not fight fairly. As the stage begins, he turns himself into a snake! So you must defeat him with all his snake powers! As a snake, he will shoot lightning bolts at you from his eyes! You must dodge the lightning bolts!

When swords appear on the ground, pick them up and throw them at the snake! Each sword you pick up gives you 3 throws! When you run out of throws, do your best to find another sword and pick it up!

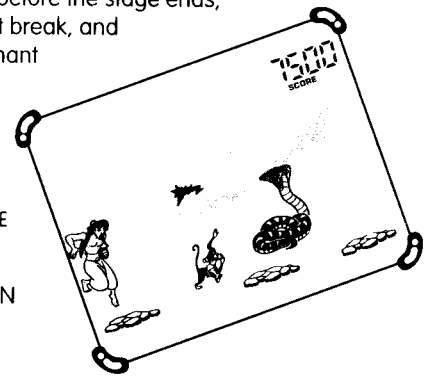
When you are really in trouble with the snake, you can call the Genie to help you! When the Genie appears, once again he will grant your wish by making all dangers temporarily disappear from the screen—and scoring you bonus points! This gives you a chance to catch your breath and gives you a clear path to a sword if you need it!

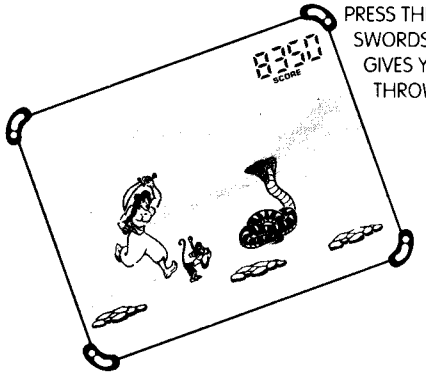
But as before, you are granted only 1 wish during the stage. If you call for the Genie when you don't need rescuing, you won't score your bonus points and you'll use up your wish.

When you hit the snake 10 times, you will defeat Jafar! In the beginning of the stage, he turned himself into a snake. But after you hit him 10 times, he will turn into an evil Genie and will be sucked into the lamp! Then, the hourglass will shatter, freeing Jasmine, and you WIN THE GAME!

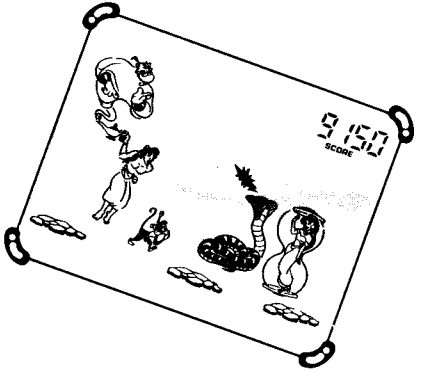
But if you don't hit the snake 10 times before the stage ends, the hourglass holding Jasmine will not break, and Jafar appears once more as a triumphant sorcerer!

IN THE BEGINNING OF STAGE 4, JAFAR TRANSFORMS HIMSELF INTO A SNAKE!
PRESS "◄" BUTTON TO DODGE CLEAR OF THE LIGHTNING BOLTS HE SHOOTS FROM HIS SNAKE EYES!
PRESS THE ON/START BUTTON TO BEGIN

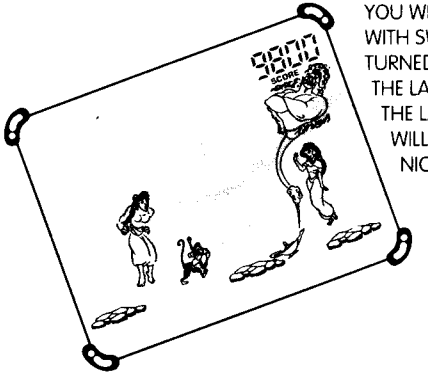




PRESS THE PICK/CARPET BUTTON TO PICK UP SWORDS ALONG THE GROUND! EACH SWORD GIVES YOU 3 THROWS. PRESS THE "▶" BUTTON TO THROW THE SWORDS!



YOU CAN CALL THE GENIE TO HELP YOU ATTACK THE SNAKE!



YOU WIN THE GAME IF YOU CAN HIT THE SNAKE WITH SWORD THROWS 10 TIMES! THEN JAFAR IS TURNED INTO AN EVIL GENIE AND SUCKED INTO THE LAMP! THE GOOD GENIE IS NOW FREE FROM THE LAMP! THE HOURGLASS HOLDING JASMINE WILL BREAK OPEN, AND JASMINE IS ALSO FREE! NICE GOING!

PRESS THE ON/START BUTTON TO BEGIN THE NEW STAGE!
(This is the final stage!)

PRESS THE PICK/CARPET BUTTON TO PICK UP SWORDS.
(Each sword you pick gives you three throws.)

PRESS THE LAMP BUTTON TO CALL THE GENIE.
(Remember to call the Genie only one time in each of the Stages 2,3 and 4.)

PRESS THE "▶" BUTTON TO RUN FORWARD FASTER IF THE SNAKE IS NOT BLOCKING YOUR PATH.

PRESS THE "▶" BUTTON TO THROW SWORDS AT THE SNAKE.
(After you've picked a sword.)

PRESS THE "◀" BUTTON TO DODGE THE LIGHTNING BOLTS FROM THE SNAKE'S EYES.

After the game ends, PRESS THE ON/START BUTTON TO BEGIN A NEW GAME. The maximum score is displayed for 2 seconds, and then the game starts with the "Game Start" Arabian melody. The display shows Stage 1. You start over, of course, with zero points.

PRESS THE OFF BUTTON WHEN YOU'RE FINISHED PLAYING.
Don't worry if you forget to turn off the unit—the game will magically shut off about 3 minutes after you finish playing!

SCORING:

You score

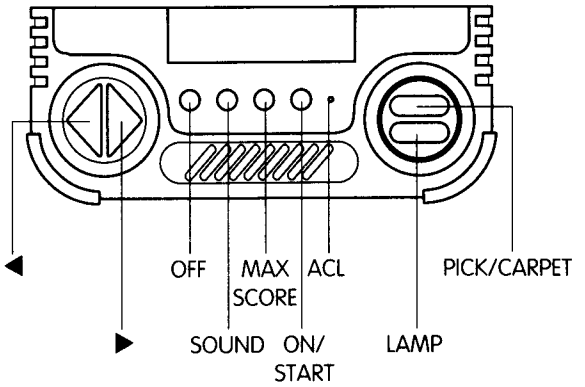
–50 POINTS	BY PICKING UP EACH APPLE (STAGE 1).
–100 POINTS	BY SAVING ABU WHEN THROWING APPLES AT THE PALACE GUARDS (STAGE 1).
–50 POINTS	BY DODGING ROCKS (STAGES 2/3). BY DODGING LAVA (STAGE 3). BY DODGING LIGHTNING BOLTS FROM THE SNAKE'S EYES (STAGE 4).
–100 POINTS	BY CALLING THE MAGIC CARPET TO STOP ABU FROM PICKING JEWELS (STAGES 2/3).
–500 POINTS	BY PICKING THE LAMP (STAGE 2).
–500 POINTS	BY CALLING THE GENIE WISELY (STAGES 2/3/4).
–50 POINTS	BY PICKING UP SWORDS (STAGE 4).
–200 POINTS	BY HITTING THE SNAKE WITH THE SWORD (STAGE 4). (You score 200 points for each successful throw.)
–1000 POINTS	BY TURNING JAFAR INTO THE EVIL JAFAR GENIE WITH 10 SUCCESSFUL HITS FROM THE SWORD (STAGE 4). (This wins the game!)

NOTE: YOU LOSE 20 POINTS WHENEVER ABU IS CAUGHT BY THE PALACE GUARDS (IN STAGE 1).

STAGE SUMMARY

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
OBSTACLES:				
PALACE GUARDS	YES	-	-	-
FALLING ROCKS	-	YES	YES	-
LAVA	-	-	YES	-
SNAKE (JAFAR)	-	-	-	YES
OBJECTS TO PICK:				
APPLES	YES	-	-	-
LAMP	-	YES	-	-
SWORDS	-	-	-	YES
CHARACTERS:				
ALADDIN	YES	YES	YES	YES
ABU	YES	YES	YES	YES
PALACE GUARDS	YES	-	-	-
MAGIC CARPET	-	YES	YES	-
GENIE	-	YES	YES	YES
JAFAR	-	-	-	YES
JASMINE	-	-	-	YES
TIMER (MIN/SEC)	1:00	1:20	1:40	2:30
SPEED	SLOW	MEDIUM	FAST	HIGH

CONTROL GUIDE



ON/START —To turn on the unit.
—To start the game.
—To start each stage.

MAX SCORE —To take a look at the maximum score during the pause between stages and after the game is completed.

SOUND —To control sound: on or off.

OFF —To turn off the unit.

"▶" —To move forward faster (if your path is not blocked).
—To throw apples (Stage 1).
—To attack the snake with swords (Stage 4).

"◀" —To dodge.

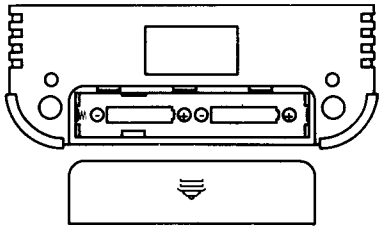
PICK/CARPET —To pick apples (Stage 1).
—To pick the lamp (Stage 2).
—To call for the Magic Carpet to stop Abu from picking jewels (Stages 2/3).
—To pick swords (Stage 4).

LAMP —To call the Genie (after you have the lamp).

NOTE: Once you have the lamp, you can call the Genie only one time in each of the Stages 2,3 and 4.

SPECIAL FEATURES

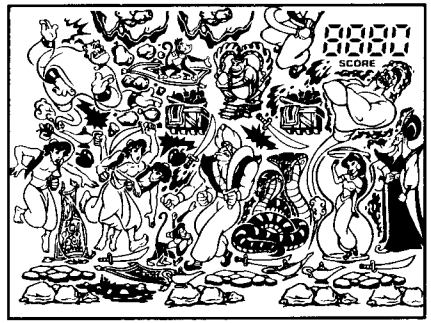
— 4 stages of fun
— Special: ten second warning sound before the end of each stage
— A Magic Lamp
— A Magic Carpet
— A Genie
— Built-in Arabian melody
— Sound on/off control
— Maximum score retained
— Built-in automatic power-off timer



INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.

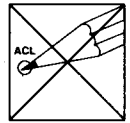
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



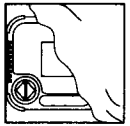
CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include a sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage re lting from accident, unreasonable use, negligence, improper service or other cause. ıot arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.